

if the character has not already been processed, taking the resolution of the hardware display device into consideration, determining a representation of a character in a bit map having a number of bits greater than a number of pixels in a region of the display device in which the character is to be displayed wherein

various bits in a respective portion of the bit map corresponding to a pixel; and

among the various bits that correspond to the pixel, different bits correspond to different locations on the character;

based on a percentage of bits that are on in respective portions of the bit map, determining luminance for corresponding pixels; and

displaying the character in the region having the particular number of pixels, the pixels being displayed with the determined luminance.

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#### REMARKS

##### Rejections under 35 U.S.C. §103

Claims 16-65 were rejected under 35 U.S.C. 103(a) as being unpatentable over U.S. Patent No. 6,208,319 (Nishida) in view of U.S. Patent No. 5,555,360 (Kumazaki). The Applicant respectfully traverses the rejection.

The Applicant requests cancellation of claims 16-29 and 39-66 without prejudice and amendment of claim 68 as set forth above. Accordingly, the discussion below is directed to claims 30-38 and 67-68.

Nishida fails to teach the method of claim 30 and teaches away from the approach of this claim. Claim 30 recites (emphasis added):